College of Engineering, Construction & Living Sciences
Bachelor of Information Technology
ID721001: Mobile Application Development
Level 7, Credits 15

Project

Assessment Overview

In this **individual** assessment, you will develop a mobile game using **Unity** & publish it to **Google Play Store**. Also, you will provide documentation that addresses several aspects of game development. In addition to the mobile game & documentation, you will conduct an evaluative conversation.

Learning Outcomes

At the successful completion of this course, learners will be able to:

1. Implement & publish complete, non-trivial, industry-standard mobile applications following sound architectural & code-quality standards.
2. Identify relevant use cases for a mobile computing scenario & incorporate them into an effective user experience design.
3. Follow industry standard software engineering practice in the design of mobile applications.

Assessment Table

Assessment Activity	**Weighting**	**Learning Outcomes**	**Assessment Grading Scheme**	**Completion Requirements**
Project	100%	1, 2, 3	CRA	Cumulative

Conditions of Assessment

You will complete majority of this assessment during your learner-managed time. However, there will be time during class to discuss the requirements and your progress on this assessment. This assessment will need to be completed by **Friday, 10 November 2023** at **4.59 PM**.

Pass Criteria

This assessment is criterion-referenced (CRA) with a cumulative pass mark of **50%** over all assessments in **ID721001: Mobile Application Development**.

Authenticity

All parts of your submitted assessment **must** be completely your work. Do your best to complete this assessment without using an **AI generative tool**. You need to demonstrate to the course lecturer that you can meet the learning outcome for this assessment.

However, if you get stuck, you can use an **AI generative tool** to help you get unstuck, permitting you to acknowledge that you have used it. In the assessment's repository **README.md** file, please include what prompt(s) you provided to the **AI generative tool** and how you used the response(s) to help you with your work. It also applies to code snippets retrieved from **StackOverflow** and **GitHub**.

Failure to do this may result in a mark of **zero** for this assessment.

Policy on Submissions, Extensions, Resubmissions & Resits

The school's process concerning submissions, extensions, resubmissions & resits complies with **Otago Polytechnic** policies. Learners can view policies on the **Otago Polytechnic** website located at https://www.op.ac.nz/about-us/governance-and-management/policies.

Submission

You **must** submit all program files via **GitHub**. The latest program files in the **master** or **main** branch will be used to mark against the **Functionality** criterion. Please test your **master** or **main** branch application before you submit. Partial marks **will not** be given for incomplete functionality. Late submissions will incur a **10% penalty per day**, rolling over at **5:00 PM**.

Extensions

Familiarise yourself with the assessment due date. If you need an extension, contact the course lecturer before the due date. If you require more than a week's extension, a medical certificate or support letter from your manager may be needed.

Resubmissions

Learners may be requested to resubmit an assessment following a rework of part/s of the original assessment. Resubmissions are to be completed within a negotiable short time frame & usually **must** be completed within the timing of the course to which the assessment relates. Resubmissions will be available to learners who have made a genuine attempt at the first assessment opportunity & achieved a **D grade (40-49%)**. The maximum grade awarded for resubmission will be **C-**.

Resits

Resits & reassessments **are not** applicable in **ID721001: Mobile Application Development**.

Instructions

You will need to submit a mobile game & documentation that meet the following requirements:

Functionality - Learning Outcomes 1, 2, 3 (60%)

- Mobile game **must** open without code or file structure modification in **Unity**.
- Playable on a variety of mobile devices, i.e., devices with different screen sizes.
- Free of bugs that significantly effect the playability.
- Mobile game is published to **Google Play Store**.
  - To published to **Google Play Store**, you will need a **Google Play Console** account. The account's credentials will be privately given to you on **Microsoft Teams**. **Do not** disable any applications published on this account.
- Ability to download your Mobile game from **Google Play Store** on to a variety of mobile devices.

Documentation - Learning Outcomes 2, 3 (20%)

- Provide the following in your repository **README.md** file:
  - Game overview:
    - What is the game's concept and genre?
  - Gameplay mechanics:
    - What is the game's core gameplay loop?
    - How do the players interact with the game and control the characters or objects?
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  - Art and visuals:
    - What art style is used?
  - Audio and sound:
    - What audio and sound effects are used?
  - If applicable, known bugs.

Evaluative Conversation - Learning Outcomes 2, 3 (20%)

- You must reflect on the following:
  - What is your mobile game?
  - What considerations did you make when planning your mobile game?
  - How did you effectively use of your chosen game engine?
  - What are some areas for improvement?
  - If you were to continue with the mobile game, what are the next steps?

Additional Information

- **Do not** rewrite your **Git** history. It is important that the course lecturer can see how you worked on your assessment over time.